AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

1. - 17. (Canceled).

18.   (Currently Amended) A game system including an arcade game machine installed in a play facility with which a player plays a game after paying a play fee, and a server device connected to the arcade game machine via a network, the game system being configured to perform:

(a)   registering identification information unique to the player on the server device ~~so as to allow the player to play the game on the arcade game machine~~;

(b)   <u>after the registering,</u> allowing the player to ~~register a~~ <u>store on the server device an optional</u> message <u>in advance</u> in association with the <u>registered</u> identification information ~~on the server device~~ <u>and in association with an event of the game to be played, which is designated by the player who expects the event to occur during a progress of the game to be played</u> before allowing the player to start the game on the arcade game machine, said <u>optional</u> message being arranged to be ~~displayed on a designated~~ <u>sent from the server device to a</u> terminal device <u>optionally designated in advance by the player</u> ~~when an event designated by the player occurs during a progress of the game after starting the game~~;

(c)   allowing the player to play the game on the arcade game machine when the identification information transmitted from the player meets the identification information stored on the server; and

(d)   transmitting the optional message from the server device to a designated the terminal device optionally designated in advance by the player so that the optional message is displayed on the designated terminal device when the event designated by the player has occurred on the arcade game machine during the progress of the game after starting the game.

19.   (Canceled).

20.   (Currently Amended) The game system according to claim 18, further configured to perform:

c-1 calculating points acquired as a result of the player's game play, and d-1 displaying wherein the optional message which is registered correspondingly to the is stored on the server device in association with a certain value of points to be acquired by the player before starting the game.

21.   (Canceled).

22.   (Canceled).

23.   (Currently Amended) The game system according to claim 20, wherein said message information contains plural ones of the optional messages which are registered stored in relation with certain values of game points, respectively, one of which is given to the player in accordance with a result of the game executed by the player.

24.   (Currently Amended) A game system comprising a server and a plurality of game apparatuses connected via a network, said game system being configured to perform:

(a)   registering identification information issued to a player on the server ~~so as to allow the player to play a game on one of the plurality of game apparatuses~~;

(b)   ~~before starting the game~~ after the registering, allowing the player to ~~register~~ store on the server an optional message ~~data~~ in advance in relation to said registered identification information ~~on the server~~ and in relation to an event of a game to be played, which is designated by the player who expects the event to occur during a progress or as a result of the game, by way of a mobile terminal device under manipulation by the player, said optional message being arranged to be ~~displayed on a designated~~ sent from the server to a terminal device optionally designated in advance by the player ~~when an event designated by the player occurs during a progress of the game after starting the game~~;

(c)   allowing the player to play the game on said one of the plurality of game apparatuses when the identification information input by the player meets the identification information registered on the server; and

(d)   transmitting the optional message to said ~~designated~~ terminal device optionally designated in advance by the player from the server so that the optional message is displayed on the ~~designated~~ terminal device when the event designated in advance by the player ~~before starting the game~~ has occurred during a progress or as a result of the game ~~executed by the player~~ after starting the game.

25.   (Currently Amended) The game system according to claim 24, wherein said ~~optional~~ message ~~data~~ contains plural messages which are ~~registered~~ <u>stored</u> in relation with certain game stages or statuses <u>as said event designated in advance by the player</u>, respectively.

26.   (Currently Amended) A game system comprising a server and a plurality of game apparatuses connected via a network, which is configured to allow one player to play a game on one of the plurality of game apparatuses against another player playing on another of the plurality of game apparatuses, said game system being configured to perform:

(a)   registering identification information unique to each player so that the one player on the one of the plurality of game apparatuses can play the game against the another player on the another of the plurality of game apparatuses;

(b)   ~~before starting the game~~ <u>after the registering</u>, allowing the one player to ~~register~~ <u>store on the server an optional</u> message ~~data on the server~~ <u>in advance</u> by way of a mobile terminal device under manipulation by the one player, said <u>optional</u> message being <u>stored in relation to an event of the game to be played which is designated by the player who expects the event to occur during a progress or as a result of the game, and</u> arranged to be ~~displayed on~~ <u>sent from the server to</u> a ~~designated~~ terminal device <u>optionally designated in advance by the player</u> ~~when an event designated by the one player occurs during a progress of the game after starting the game~~;

      (c)   transmitting the <u>optional</u> message to said designated terminal device from the server so that the <u>optional</u> message is displayed on the designated terminal device when the event designated <u>in advance</u> by the one player <s>before starting the game</s> has occurred during a progress or as a result of the game executed by the one player after starting the game.

      27.   (Previously Presented) The game system of claim 18, wherein said designated terminal device is the arcade game machine on which the player plays the game.

      28.   (Previously Presented) The game system of claim 18, wherein said designated terminal device is either another arcade game machine on which an opponent player plays the game or a mobile terminal device which the opponent player carries.

      29.   (Previously Presented) The game system of claim 24, wherein said designated terminal device is the one of the plurality of game apparatuses on which the player plays the game.

      30.   (Previously Presented) The game system of claim 24, wherein said designated terminal device is either another of the plurality of game apparatuses on which an opponent player plays the game or a mobile terminal device which the opponent player carries.

      31.   (Previously Presented) The game system of claim 26, wherein said designated terminal device is either the other of the plurality of game apparatuses on

which the other player plays the game or a mobile terminal device which the other

player carries.

     32.   (Currently Amended) A game system comprising a server and a plurality

of game apparatuses connected via a network, which is configured to allow one player

to play a game on one of the plurality of game apparatuses against another player

playing on another of the plurality of game apparatuses, said game system being

configured to perform:

     (a)   registering identification information unique to each player so that

the one player on the one of the plurality of game apparatuses can play the game

against the another player on the another of the plurality of game apparatuses;

     (b)   allowing the one player to ~~register~~ store on the server an optional

message ~~data on the server~~ in advance by way of a mobile terminal device operated by

the one player ~~before starting the game~~, said optional message ~~data containing~~ being a

message arbitrarily prepared or designated by the one player, stored on the server in

relation to the registered identification information and in relation to an event of the

game to be played, which the one player expects to occur during a progress or as a

result of the game, and ~~being~~ arranged to be displayed on a terminal device designated

in advance by the player ~~when an event expected or designated in advance by the one~~

~~player occurs during a progress of the game after starting the game~~; and

     (c)   transmitting the optional message to said designated terminal

device from the server so that the message is displayed on the designated terminal

device when the event designated in advance by the one player ~~before starting the~~

~~game~~ has occurred during a progress or as a result of the game ~~executed by the one~~ ~~player~~ after starting the game.

33.   (Currently Amended) A game system comprising a server and a plurality of game apparatuses connected via a network, said game system being configured to allow one player to play a game on one game apparatus against another player playing on another of the plurality of game apparatuses and to perform:

(a)   allowing the one player to ~~register~~ store an optional message ~~data~~ in advance on the server by way of a mobile terminal device operated by the one player ~~before starting the game~~, said optional message ~~data containing~~ being of a message arbitrarily prepared or designated by the one player, stored on the server in relation to an event of the game to be played, which the one player expects to occur during a progress or as a result of the game, and ~~being~~ arranged to be displayed on a terminal device designated in advance by the one player ~~when an event arbitrarily designated in~~ ~~advance by the one player occurs during a progress of the game after starting the~~ ~~game~~; and

(b)   transmitting the optional message to said designated terminal device from the server so that the message is displayed on the designated terminal device when the event designated by the one player ~~before starting the game~~ has occurred during a progress or as a result of the game ~~executed by the one player~~ after starting the game.